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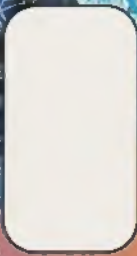
SEGA

SONIC

THE HEDGEHOG



Home
Part 2 of 4



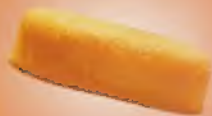
TAKE A FLYER INTO THE FUTURE . . .
MOBIUS: 25 YEARS LATER !

SFAR2
PENDERS
2003
PETER GARDNER

HEY! WHERE'S THE CREAM FILLING?



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NOW THAT'S THE STUFF!

Hostess
Twinkies

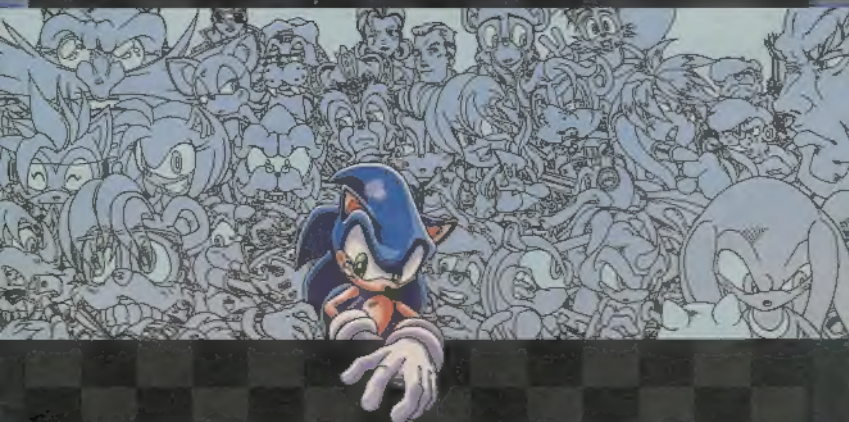
You can visit Planet Twinkie, at Twinkies.com

SONIC™

THE HEDGEHOG

...Has finally returned to his home world, Mobius, after being accidentally thrown across the universe.

His family and friends, who had believed him dead, are surprised and overjoyed by his miraculous survival.



The evil Doctor Robotnik (a.k.a. Eggman) went back on his promise to share Mobius' territories, and has instead declared full-scale war on both the Kingdom of Acorn and the Republic of Station Square. Both governments, becoming more cohesive since the Battle with the Xorda, have met the challenge head-on.

Now, Robotnik has threatened to launch warheads that will rain nuclear fire down upon his enemies and has sent a robot army to break open the bubble surrounding the irradiated city of Robotropolis.

WHO WILL STOP HIM?

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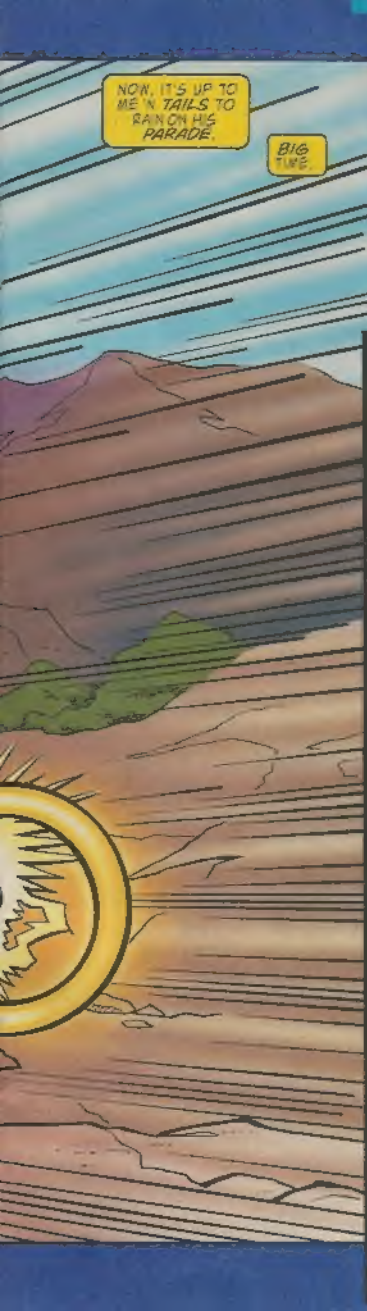
ROBOTIC
INVASION.

DOES THAT
ROBOTHIK
KNOW HOW TO
KILL A
HOMECOMING
OR WHAT?

Home
Part 2 of 4

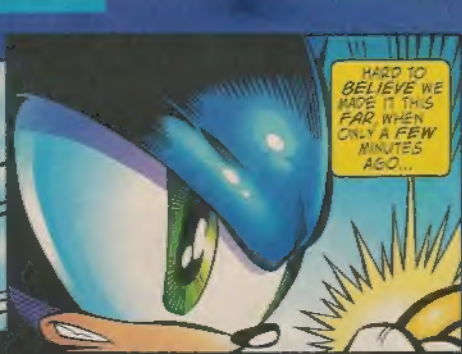
THE GATHERING

KARL BOLLERS - words RON LIM - pictures JIM AMASH - inks
JASON JENSEN - colors JEFF POWELL - letters
MIKE PELICCILO - assistant editor JUSTIN E. GABRIE - editor
VICTOR BORELICK - managing editor RICHARD GOLDWATER - editor-in-chief
J. AXFR & M. HIGGINS - treatisepiece



NOW, IT'S UP TO
ME IN *TAILS* TO
RAIN ON HIS
PARADE.

BIG
TWO



HARD TO
BELIEVE WE
MADE IT THIS
FAR, WHEN
ONLY A FEW
MINUTES
AGO...



...BACK AT
CASTLE
ACORN...

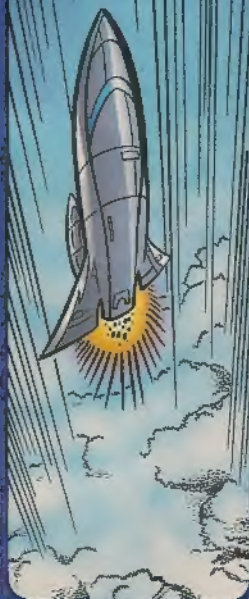
WE'RE MAJOR
TOAST.
EVEN AT TOP
SPEED, IT'LL
TAKE ME A COUPLE
OF HOURS TO RUN
NORTH TO OLD
MEGAOPOLIS,
AND BY THEN IT'LL
BE TOO LATE...



...EGGMAN
WILL HAVE ALREADY
LAUNCHED BOTH
WARHEADS AT
KNOTHOLE AND
STATION SQUARE!

WAIT,
SONIC...

ABOVE KNOTHOLE



BUNNIE RABBIT.
ANTOINE D'COOLETTE.
FIONA FOX. ME. THIS IS
QUITE A TEAM KING MAX
GATHERED TO BACK UP
SONIC. Eh, ST. JOHN?

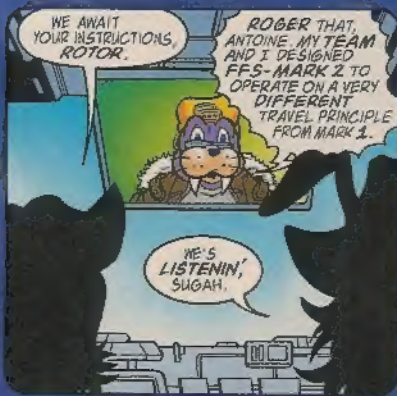
LOOKS LIKE
YOU AND HERSHEY
MADE IT BACK JUST IN
TIME TO JOIN US.



AND, ISN'T THIS A
NEW VERSION OF THE
FREEDOM FIGHTER
SPECIAL? YOU EVER
FLOWN ONBOARD BEFORE
NOW?

THIS IS HER MAIDEN
VOYAGE, ESPIO. WE'RE
NOT EVEN SURE IF SHE
WORKS, MATE.

"WORKS...?"



WE AWAIT
YOUR INSTRUCTIONS,
ROTOR.

ROGER THAT,
ANTOINE. MY TEAM
AND I DESIGNED
FFS-MARK 2 TO
OPERATE ON A VERY
DIFFERENT
TRAVEL PRINCIPLE
FROM MARK 1.

WE'S
LISTENIN',
SUGAH.

"FFS-M2 SOARS
DIRECTLY UP
INTO THE UPPER
ATMOSPHERE..."





"...WHERE IT MOVES INTO
GEO-SYNCHRONOUS
ORBIT AROUND MOBIUS."



SHOULDN'T
WE HAVE PACKED
SPACESUITS?



DON'T SWEAT IT,
FIONA. WE INCLUDED
AN ONBOARD LIFE
SUPPORT SYSTEM.

IS THIS THE
PART WHERE I'M
SUPPOSED TO SAY
"GEE WHILLIKERS...?"

NOT A BAD PLACE TO
START, ALL IN ALL. IN ANY EVENT,
MOVING IN AN ACCELERATED
HYPER-SPIN AROUND THE
PLANET...



"...WILL CUT YOUR
TRAVEL TIME LIKE
NEVER BEFORE."



"WE ESTIMATE YOUR
ARRIVAL IN OLD
MEGAOPOLIS..."



"...INSIDE OF THIRTY
MINUTES."

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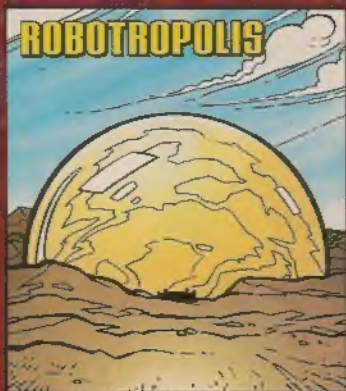
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ROBOTROPOLIS



FORT ACORN



ROBOT-NEEK'S
SWAT-BOTS ARE
GATHERING ON ZEE
HORIZON MES
BRAVES...



...AND, AS YOU
KNOW WE'VE
BEEN STATIONED
HERE FOR ZEE
PAST TEN YEARS
EVEN CASE OF
SUCH AN
EVENTUALITY.

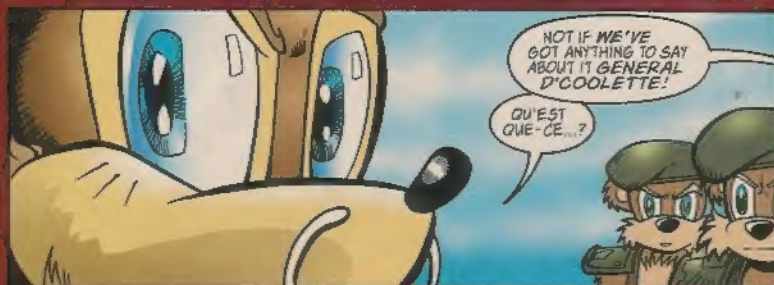
WE ARE ALL ZAT
STANDS BETWEEN ZEM
AND ZEE PROTECTIVE
FIELD AROUND ZEE
CITY.

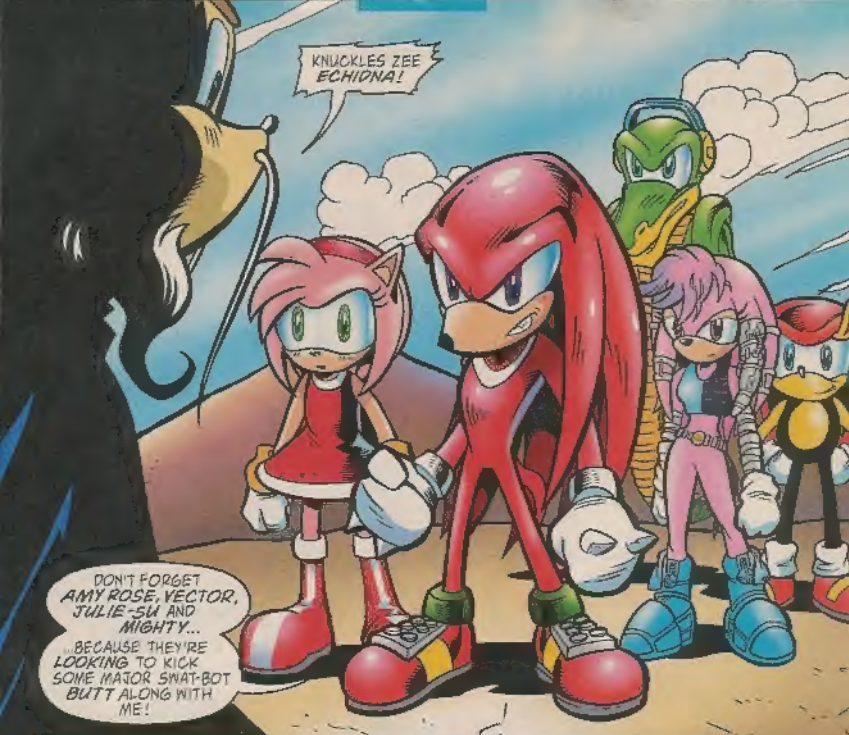
IF ZEY BREAK
THROUGH ZAT BARRIER
OUR ENTIRE KINGDOM
WILL FACE DEADLY,
RADIOACTIVE
CONTAMINATION.



NOT IF WE'VE
GOT ANYTHING TO SAY
ABOUT IT GENERAL
D'COOLETTE!

QU'EST
QUE-CE...?





KNUCKLES ZEE
ECHIDNA!

DON'T FORGET
AMY ROSE, VECTOR,
JULIE-SU AND
MIGHTY...

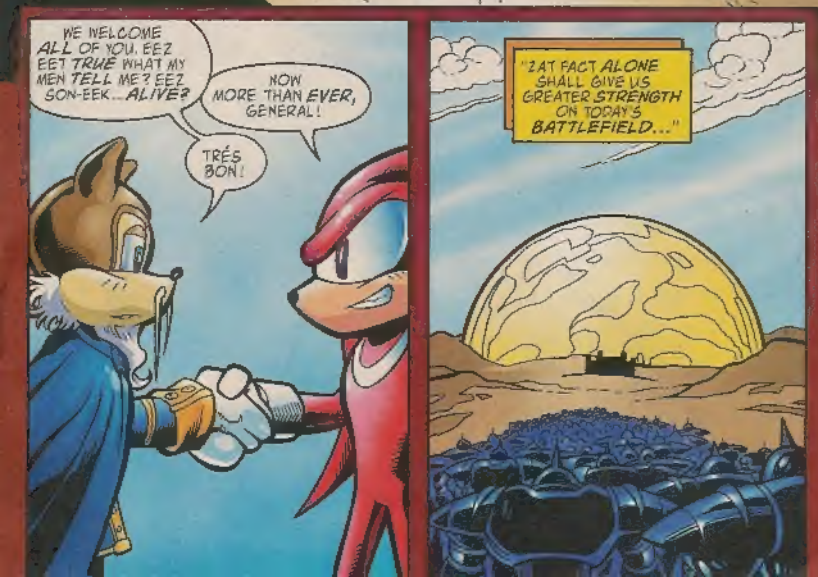
...BECAUSE THEY'RE
LOOKING TO KICK
SOME MAJOR SWAT-BOT
BUTT ALONG WITH
ME!

WE WELCOME
ALL OF YOU. EEZ
EET TRUE WHAT MY
MEN TELL ME? EEZ
SON-EEK... ALIVE?

NOW
MORE THAN EVER,
GENERAL!

TRÉS
BON!

"EAT FACT ALONE
SHALL GIVE US
GREATER STRENGTH
ON TODAY'S
BATTLEFIELD..."



CASTLE ACORN KNOTHOLE CITY

THE CITIZENS
HAVE BEGUN MOVING
INTO THE FALLOUT
SHELTERS WITHOUT
INCIDENT, SIRE

SO FAR SO
GOOD, SIR
CHARLES

NOW I'D LIKE FOR ALL
YOU TO ACCOMPANY MY
ELITE GUARD TO THE
ROYAL BUNKER AT ONCE
THERE YOU'LL
BE SAFE

NO WAY
DADDY I'M NOT
LEAVING

ALCA
REASON
IN THE
HER

I CAN'T MAX, I CAN
NOT WHEN SHE'S RIGHT
SALLY AND I AREN'T GOING
ANYWHERE WITHOUT YOU

BERNIE CHUCK AND I
WOULD LIKE TO STAY AS WELL
YOUR HIGHNESS

SIR, VERY WELL,
JULIE MR. PRESIDENT HAVE
YOU BEGUN TO EVACUATE
STATON SQUARE?

AREN'T IN THE INTEREST
OF PREVENTING A WIDE-
SPREAD PANIC, WE'VE OPTED
NOT TO INFORM THE GENERAL
PUBLIC OF THE IMPENDING
ATOMIC THREAT

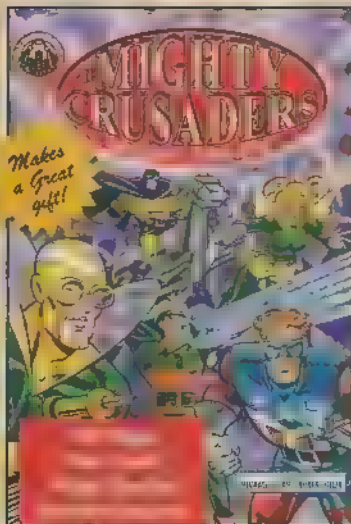
YOUR WAYS BAFFLE
ME MR. PRESIDENT

GUESS WE HOMO-
SAPIENS JUST DON'T
THINK QUITE THE SAME
WAY YOU MOBO SAPIENS
DO MAX

BYGONES TO
BRING YOU UP TO SPEED
I'VE DISPATCHED TWO
STRIKE TEAMS--ONE TO
OLD MEGAOPOLIS TO STOP
THE LAUNCH.

AND
ANOTHER TO
DEFEND
ROBOTROPOLIS
AGAINST THE
SWATBOT
ARMY

WE
APPRECIATE YOUR
EFFORTS MAX
AND I ASSURE
YOU THAT MY
GOVERNMENT
IS DOING ALL I
CAN TO HELP



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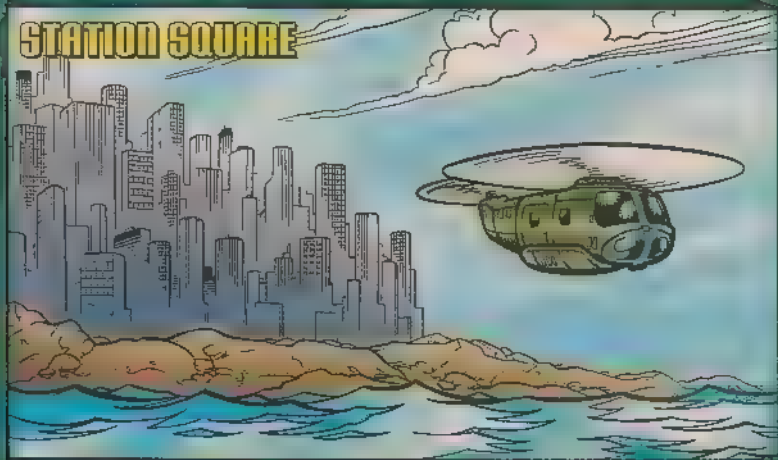
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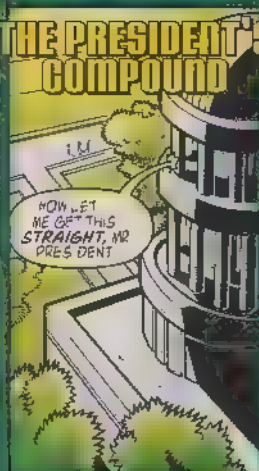
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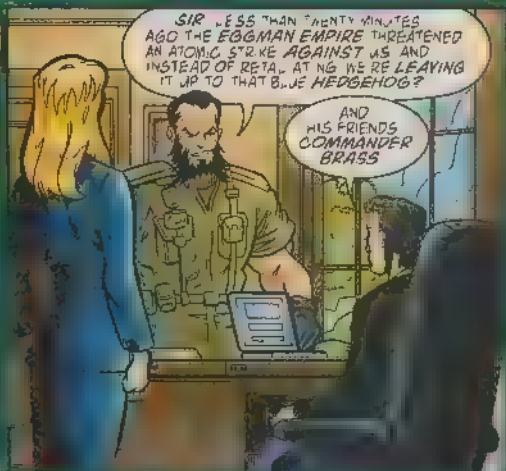
STATION SQUARE



THE PRESIDENT'S COMPOUND



NOW LET
ME GET THIS
STRAIGHT, MR
PRESIDENT

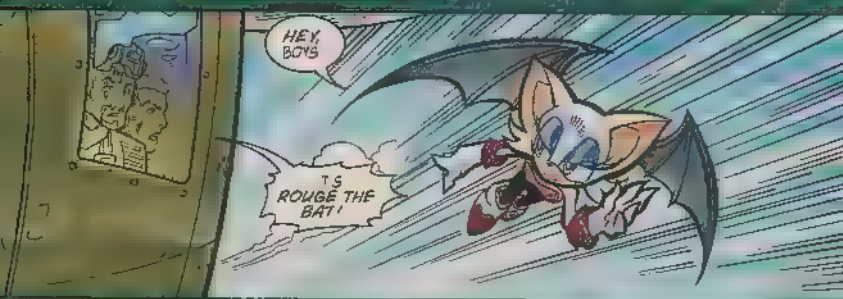
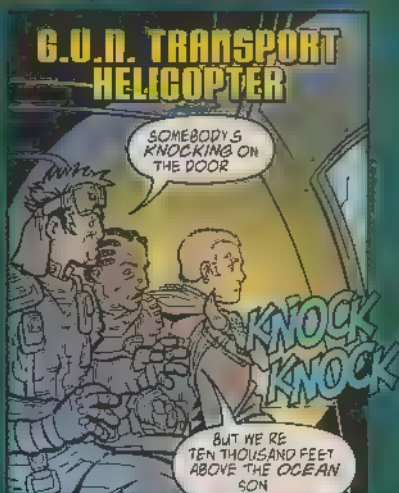


SIR, LESS THAN TWENTY MINUTES
AGO THE EGGMAN EMPIRE THREATENED
AN ATOMIC STRIKE AGAINST US, AND
INSTEAD OF RETALATING WE'RE LEAVING
IT UP TO THAT BLUE HEDGEHOG?

AND
HIS FRIENDS
COMMANDER
BRASS



MR. PRESIDENT, THE
XORDA ATTACK LAST
YEAR LEFT OUR CITY
EXPOSED, VULNERABLE.
SOMEONE SERIOUSLY URGING
YOU TO RECONSIDER YOUR
DECISION.





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SINCE TIME
MEMORIAL, MANY
HAVE SOUGHT TO KNOW
THE *FUTURE*... WHETHER
OUT OF PERSONAL GAIN,
THE COMMON GOOD OR
SIMPLY NOTHING MORE
THAN CURIOSITY!

SINCE MY
INITIATION INTO
MYSTIC ARTS, I
HAVE EVER BEEN
AWARE OF THE DESTINY
OF THOSE NEAR
AND DEAR TO ME!

YOU WERE
BORN AND RAISED
TO BE A *QUEEN*,
SALLY!

BUT
ME?

STAND NOW
AT THE *CROSS-ROADS*
OF
WORLDS ABOUT
TO COLLIDE

OF *SECRETS*
LONG HELD NOW
REVEALED

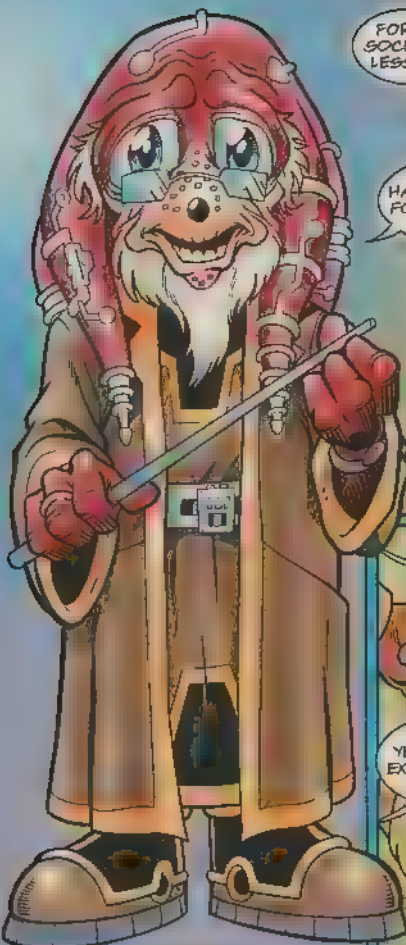
I THRIVE ON
ACTION, *FAST*
MOVES AND
ADVENTURE!

LISTENING TO
EVERYONE RAG
AND MAKING
DECISIONS JUST
ISN'T MY BAG!

AT
LONG LAST
ON

MODERNUS

65 YEARS LATER



FOR TODAY'S
SOCIAL STUDIES
LESSON, CLASS--

--WE
WILL USE **ANGEL
ISLAND** AS OUR
EXAMPLE!

ANGEL ISLAND
HAS EXISTED IN ITS PRESENT
FORM FOR WELL OVER HALF
A MILLENNIA

PROBABLY
SEEMS LIKE ANCIENT
HISTORY TO YOU PEOPLE,
BUT ACTUALLY IT'S JUST
A BLIP IN THE
ENTIRE EXISTENCE
OF **MOBILIS**!

UNTIL RECENTLY,
IT HAD ONLY ONE CITY--
ECHIDNAPOPOLIS--

--AND WAS COMPOSED
OF A NUMBER OF ECO-SYSTEMS
REFERRED TO AS "ZONES"

DURING THE PAST TWENTY
YEARS, HOWEVER, WE HAVE SEEN THE
EXTRAORDINARY DEVELOPMENT OF OUR
SELF-CONTAINED BIOSPHERE

THE MOST NOTABLE
HAS BEEN THE DEVELOPMENT
AND GROWTH OF THE
ISLAND'S GATEWAY CITY
OF PORTAL--

--WHICH HAS
FUNCTIONED AS OUR
CHIEF LINK OF COMMERCE
AND TRAVEL WITH THE
MAINLAND CONTINENTS
BELOW

AT THE SAME TIME,
ECHIDNAOPOLIS EVOLVED
INTO THE CENTRAL CHAIR OF
GOVERNMENT FOR ECHIDNAS
EVERYWHERE--

~AND HAS COME TO BE
RECOGNIZED AS THE OLDEST
DEMOCRACY ON MOBILUS!

YES,
RIKI-LE?

IF WE'RE A DEMOCRACY,
HOW COME ON THE WORLD MAP IT SAYS
REPUBLIC OF ANGEL ISLAND?

THAT'S A GOOD
QUESTION ANYONE HAVE AN
ANSWER? CLASS?

JAKER

BECAUSE THE ECHIDNAS
DIDN'T BELIEVE IN A MONARCHY,
UNLIKE MOST BACKWARD
CULTURES ON MOBILUS!

NOT QUITE
ANYONE ELSE?

LARA-SU?

BECAUSE THE CITIZENS
ELECT THE REPRESENTATIVES TO
MAKE LAWS AND DECISIONS!

VERY
GOOD!

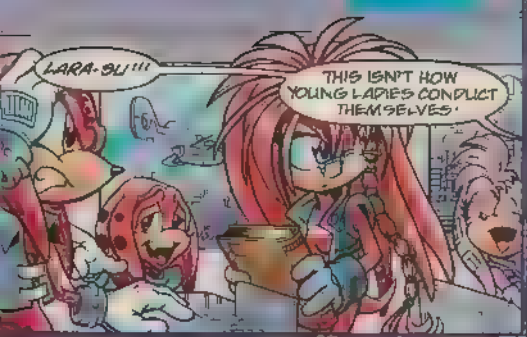
WHAT ABOUT THE
GUARDIAN, MR PERRIWINKLE,
WHO ELECTED HIM?

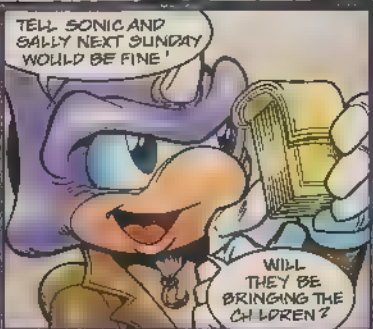
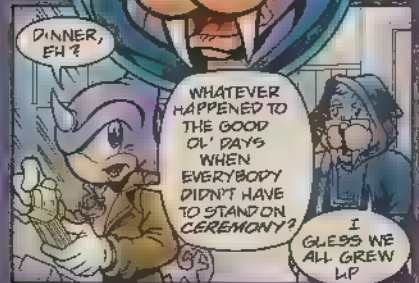
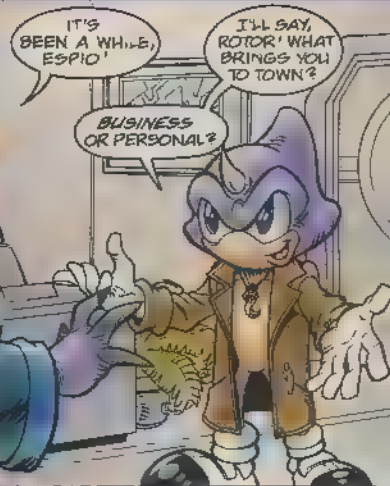
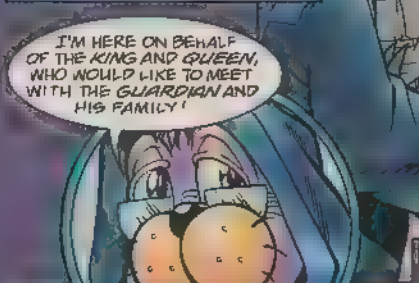
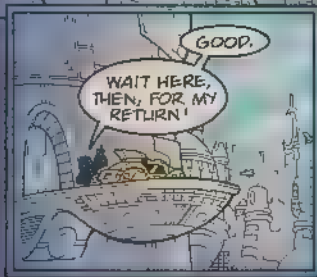
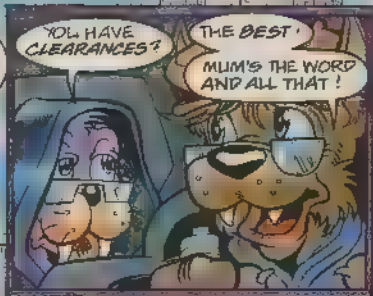
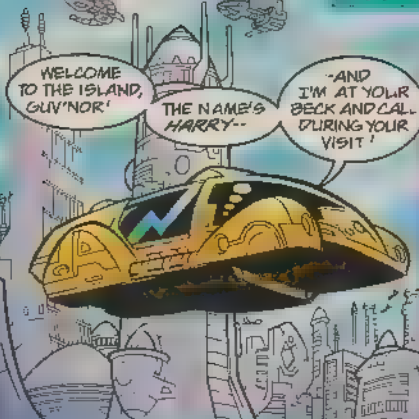
SPECIAL AS IN
WHAT? YOU MEAN
WE'RE GONNA HAVE
TO SOMEDAY BOW
TO MISS SUNSHINE
HERE?

YOU BEAST!!!

AH, THE GUARDIAN-
NOW HE IS ACCORDED A
SPECIAL STATUS IN OUR
SOCIETY, RUTAN!

THWAK!





AND?

He said
of course

--and
added Sonia
and Manik
were
especially
excited at
seeing
Lara-Su
aga n'

S GH

Is that a
problem?

JLLIE-SU
MENTIONED SOMETHING
ABOUT A BOY
HAVING A CRUSH ON
LARA-SU'

You plan on
doing some royal
matchmaking?

HARDLY

Maybe
I should tell
Juanita'

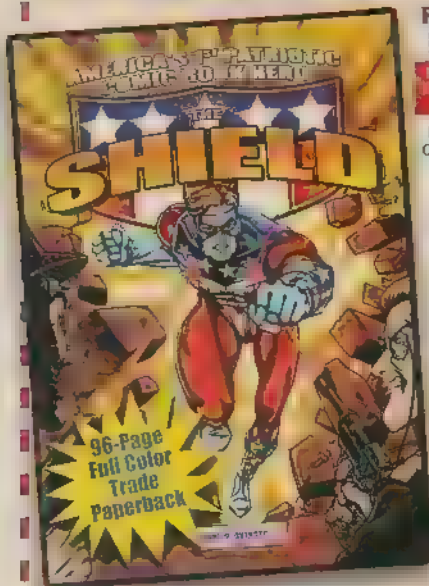
She'd
love to date
a prince!

AT LEAST
THEY'RE CLOSER
N AGE'

BESIDES, YOU
APPROVE OF HER
DATING AT HER
AGE?

B te
your tongue
knux'

ANYTH NG
ELSE?



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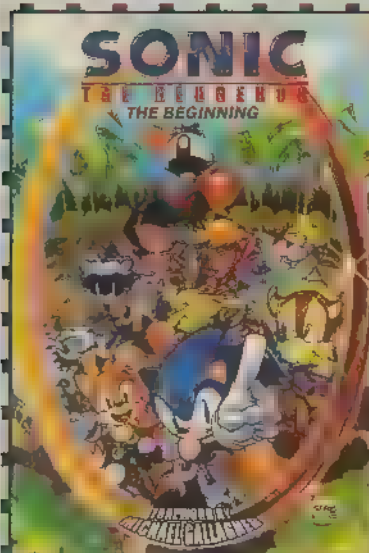
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Well, Rotor wasn't forthcoming--

--but I suspect he was a/so here to see Cobar!

THAT'S NOT SURPRISING --GIVEN THEIR HISTORY!

WONDER WHAT THEY'RE UP TO THIS TIME!

Pretty scary when two mad scientists get together!

Considering their last project!

YEAH, WELL--

- KEEP AN EYE ON THEM FOR NOW!

I'll check in with Cobar later!

Will do! Is that a/?

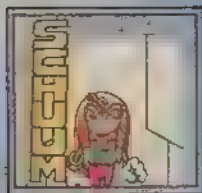
I GUESS

I HAVE TO GET HOME FOR LARA-SU'S UNVEILING CEREMONY TONIGHT--

--SO I'LL CHECK BACK WITH YOU LATER!

OVER AND OUT!

KLIK!



MECHANICAL

AFTER ALL,
THEY ARE
FAMILY!

SO, ARE
YOU GOING,
LIEN-DA?

I DON'T NEED
REMINING,
GRANDFATHER

BUT IT'S NOT
LIKE JULIE-SHI AND
I HAVE BEEN ON THE
BEST OF TERMS!

NOW WOULD
BE AS GOOD A
TIME AS ANY
TO MEND SOME
FENCES!

HELLO,
RUTAN

ANCESTOR

PLEASE,
MOTHER, IT'S
NOTHING!

LEAVE IT
ALONE!

RUTAN, WHAT
HAPPENED TO
YOUR HEAD?

DID YOU
GET INTO A
FIGHT?

I DON'T RECALL
KRAGOK OR I
BEHAVING
SO!

NEITHER OF
YOU WERE TEM-
PERAMENTAL!

NO!

"...BUT YOU WERE TREACHEROUS!"

HELLO?
ANYONE
HOME?

UP HERE

WHAT'S GOING
ON? WHERE'S
LARA-SU?

SHE'S IN
THERE!

SO? I CAN
APPRECIATE THE NEED
FOR PRIVACY!

SHE
DOESN'T
WANT TO
COME
OUT

FOR SOME REASON,
SHE DOESN'T WANT TO
GO THROUGH WITH THE
UNVEILING!

COME OUT OF THERE
AT ONCE, LARA-SU!

GO
AWAY!

AFRAID
I CAN'T DO
THAT!

I
WON'T
GO!

YOU'LL COME
OUT OF THERE
NOW!!!

NO!

CALM DOWN,
HON. TRY TO
REASON WITH
HER!

REASON?

WITH A
16-YEAR-OLD
TEENAGER?

WHERE'S
THE BOOK ON
THAT ONE?

WELL, SCREAMING
SURE ISN'T GOING TO
SOLVE ANYTHING

WAA-SU, ALL ECHIDNA
GIRLS ARE UNVEILED
WHEN THEY TURN 16

IT'S ONE OF
THOSE THINGS YOU
HAVE TO DO!

I WANNA' BE A
GUARDIAN!

OUT OF THE
QUESTION!

BUT,
WHY?

YOU WERE
MUCH YOUNGER
THAN I AM WHEN
YOU BECAME
ONE!

LET'S NOT
GO THERE!

I HAVE MY
REASONS!

THEN,
WHY?

SUCH AS?

FOR ONE THING, WHAT DO YOU NEED A GUARDIAN FOR WHEN OTHERS ARE ESSENTIALLY CARRYING OUT THE SAME FUNCTIONS?

THINGS ARE DIFFERENT NOW!

I WANNA' BE A GUARDIAN!

SIGH

Y'KNOW, THERE'S ANOTHER ANCIENT ECHIDNA CUSTOM I THINK NEEDS REVIVING! IT'S CALLED A SPANKING!

KNUCKLES! HOW BARBARIC!

I GIVE UP!

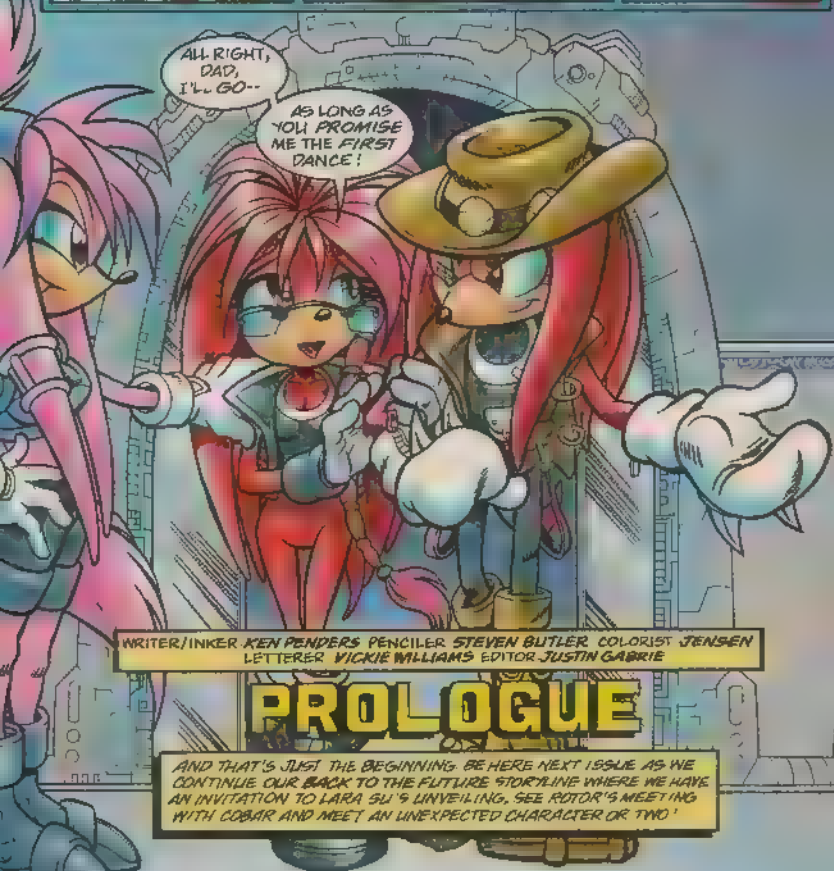
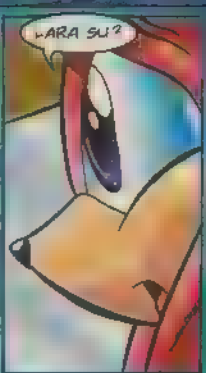
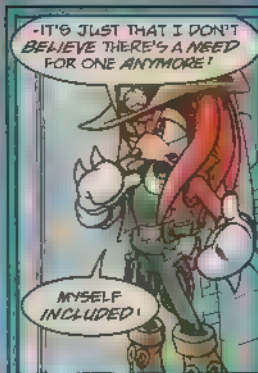
YOU TRY REASONING WITH HER!

NO! YOU KNOW WHAT THE PROBLEM IS--

SO REASON WITH HER!

LARA SU, I KNOW YOU WANT TO BE A GUARDIAN--

- AND I THINK YOU'D MAKE A GREAT GUARDIAN--



WRITER/INKER KEN PENDERS PENCILER STEVEN BUTLER COLORIST JENSEN
LETTERER VICKIE WILLIAMS EDITOR JUSTIN GABRIE

PROLOGUE

AND THAT'S JUST THE BEGINNING. BE HERE NEXT ISSUE AS WE CONTINUE OUR BACK TO THE FUTURE STORYLINE WHERE WE HAVE AN INVITATION TO LARA SU'S UNVEILING, SEE ROTOR'S MEETING WITH COBAR AND MEET AN UNEXPECTED CHARACTER OR TWO!



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THIS JUST IN!

We are now in the halfway mark of our "Home" four-parter. We'd love to know what you think of all the changes that have occurred during Sonic's time away from Mobius. Also this issue, the beginning of our new feature, "Mobius: 25 Years Later." It's a feature near and dear to Ken Penders' heart (he is writing and inking it after all). Speaking of Penders, I'm going to keep the editorial short this ish as Ken presented me with more thought provoking letters than I know what to do with. C U in the funny papers. -

Jg

Take it away Ken.

WELL??? What did you think? You know what I'm talking about. You just read it sure. we **KNOW** you loved the opening Sonic story but what about our new back-up series referred to around here as **H2371** featuring all your faves in one of the most unusual spots yet. As you all tell, we're on pins and needles awaiting your verdict, so don't let us down, okay? And with that, it's next time once again.

Hola, Sonic Comics!

My name is Courtney and I've been a fan for a fair amount of time (ever since I picked up issue #16 wayzzy back). I've nearly got the entire comic series, with the exceptions of issues 1 and 3, and I've never written in before. But I figured it may be time. You guys have written some bad stories, some okay stories, and some truly awesome ones, and I've noticed a few things.

One problem I see is that you feel the need to incorporate all other mainstream Sonic continuities. The earliest time you did this was (correct me if I'm wrong) in issue 6, which was a Sonic Spinball story. And I rather liked this. Back then, the games were fairly simple, left-to-right, run-like-the-wind plots that gave nearly no background story other than Sonic = good, Eggman = bad. Some truly great stories came from the incorporations, with humorous writing and puns inserted that made reading it like watching DBZ: the story may endlessly loop over the same plot, but the fresh take each time was worthwhile. I enjoyed reading those stories very much, since it also added to the games, giving them more depth in the process.

I enjoy reading the more inventive, complex plots of the present, but I believe that you should change your tactics. The newer Sonic games, anime, and other pieces of Sonic fandom outside of your comic are worlds unto themselves. They have their own characters, own backgrounds, and own plots that should not be absorbed into yours. Likewise, the new games and anime are not the Saturday morning American cartoons that your characters first appeared in. They are separate entities and you shouldn't try to incorporate them into the Archie Comic Sonovete.

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If you absolutely feel the need to bring in these other elements, you already have a convenient plot device, introduced back in issue 11: the Cosmic Interstate. In past specials, you did stories involving alternate dimensions with the CI and Zonic the Zone cop, and they worked well. You used this angle once, when dealing with the Sonic Underground continuity, and I found it to be a nice story. It didn't incorporate SI into the Archie world, but it did link it and let us have a glimpse of that other reality.

Now, though, it seems you have forgotten about the Cosmic Interstate and instead are trying to mash everything imaginable into one universe. I, for one, would hate to see this happen. I like the fact that there are many different universes, each with odd twists. Too many plots spoil the comic.

Second, there have been many new characters introduced. I would recommend drawing from the stock of characters you have already created instead of adding more and more. Now, the new characters are hardly used more than once, and they seem more like convenient plot devices or self-insertions than viable parts of the continuity. I know many of the newer fans to the comic want the newer characters from Sonic X and the games, but that isn't the Archie version of things. That's a different part of the fandom and should be kept separate. I can hear a few of the newbies now, "But those characters are the mainstream and should be used, since they are SEGd, and all this started because of SEGd!" Well, I'm sorry, but if you want real mainstream, go back and play Sonic Spinball. Did you Bonnie Rabbit, Sally Acorn, and Rotor all appeared in that, making them perhaps more mainstream than the newer characters created to give the games more playable options and the anime a few more plots.

I'm not saying that creating new characters or adding the characters from the other mainstems is bad per se, but it does complicate things. I can vividly recall each comic from the Sonic mini-series to issue 50, as well as nearly all the other mini-series and the Knuckles comics. After that point, the comic introduced so many new characters and plot lines (and plot holes, I might add) that it gets more-or-less fuzzy, and I find myself sometimes lost with events in the newer plots, despite having read the previous stories that are building on each other. While the comic is about Sonic the Hedgehog, he now has a sizable cast to play off of and interact with, and this could be used with powerful results. Past experience has shown that he doesn't have to be present in every story. Some of the most touching story lines have been the slower-paced ones that deal with feelings and thoughts.

Third, I would like to compliment the artists who work on the Sonic comic. The recent additions to the team have wonderful drawing techniques that add to the stories. I especially like Dawn Best and J. Aker, who seem to infuse Sonic's Japanese origins with his American fanbase to give a style

that is neither here nor there, but somehow just right. I wouldn't mind seeing more of Spaz's artwork in the comic, and Art Manwhimney is a personal favorite from the first time I saw his talent when I owned less than five issues.

Fourth, well, I just wanted to pass on an odd, slightly funny, bit of information. I happen to be a biology major at CU, and am currently taking Developmental Biology. When you take courses dealing with the amount of genetics that I do, you come to realize that scientists have a strange sense of humor. Many genes are named after the problems they cause. Well, in fruit flies, they found a mutation that makes the body of the fly look all prickly, like a hedgehog. So they named the gene that causes that mutation Hedgehog. As they typically do, they went looking for genes with similar sequences in other organisms. In vertebrates, they found three similar genes. To show that these genes were similar to the one found in fruit flies, they kept the name and just added more to it. One gene was named Indian Hedgehog and one was named Desert Hedgehog, after different species of hedgehogs. The third must have been named by a SEG fan, for its name is Sonic Hedgehog, or Shh for short. As it turns out, Shh is incredibly important in many aspects of development. I would have to say the most humorous role of this gene is that Shh is responsible for the ventral (belly) part of the spine, which contains the motor neurons. So, Sonic Hedgehog is responsible for movement, which is his main characteristic.

I've been a fan for nearly as long as the comic has existed. I doubt that many of the original fans are left, and I know the comic is trying to bring in more readers, readers who are unfamiliar with everything Sonic and the gang has been through. I know that many of these newer readers are more familiar with the Dreamcast and Gamecube games and that few, if any, of them have seen the original SATAM cartoon. I realize all this, but I would hate to see this great comic get swept up in a tide of "new changes" just to satisfy the people who refuse to appreciate the comic for what it is. Newer comics, especially Japanese manga, are now being released in the States and finding huge fanbases not because they are drawn in Japanese style, but because they are different from American comics in that they offer substantial plots and continuity. They offer depth, feeling, and character growth. They offer a chance for the readers to connect and care about the comic and its characters. I've been with the Archie Sonicverse for long enough to know that you guys can offer all that and more if you try. I've seen it.

So, please, keep the original dream alive. Be true to yourselves.

Courtney (Kam)

I wouldn't worry about us losing sight of what got the book this far, Courtney, as that's what keeps us on the straight and narrow.

There will always be a core group and a basic premise that we stay true to, even if we allow for new characters and plotlines to shake up the status quo to see what happens. Like that bit about the Sonic Hedgehog gene. There's just gotta be a story in there somewhere.

Hey guys,

I been following the "Tossed in Space" issues and have been at the edge of my seat! I couldn't wait until I found out what would happen next. It's also nice that Shadow returned, he's one of the best (in my opinion) characters around.

Next off, I'm amazed at how much the comics have evolved. It seems like the comics' coloring and art have become more and more extraordinary each month. This comic has the best detailed art I've ever seen. I'd like to also say to Spaz, I love the artwork, the covers are superb!

Also, I'd like to know if you'll ever have the other Freedom Fighters make a reappearance in another mini-series, or join up against evil with Sonic and the gang.

Finally, in issue 129 you wanted some feedback about how to make the comic kinda connect with Sonic X. I'm the right person to ask, I love drawing and making up stories all about Sonic and co. I think you should have it where Sonic is welcomed back, but then Sally gets an urgent message from Nicole about a giant tower that Robotnik was building while Sonic was gone (hence the laughter in #125 or so). Sally "calls up" Knuckles, Tails, Amy and Cream about the predicament. Rouge finds out about this mission (Shadow, too) and decides to spy on Robotnik, then it picks up where Sonic X began.

From your superb fan:
SuperShadowgal "SSG"

Not bad, SSG, though it'll still be awhile before we finally get around to resolving that issue. We're still debating amongst ourselves how exactly to treat Sonic X within the context of this series that'll do everyone proud, and if enough of you guys make your feelings known, that'll help settle the issue one way or the other.

AND WITH THAT, WE'LL SEE YOU HERE NEXT ISH WHEN SONIC AND TAILS FACE ROBOTNIK AND MECHA AND IN THE BACK-UP FEATURE, "MOBIUS: 25 YEARS LATER," LARA-SU UNDERGOES HER UNVEILING CEREMONY, TO SAY NOTHING OF THE SURPRISES WE'RE NOT TELLING YOU. BE HERE IN 4 WEEKS.

Cover by Patrick SPAZiante, Nelson Ribeiro, and Jason Jensen. Letter Page design by JoePePi



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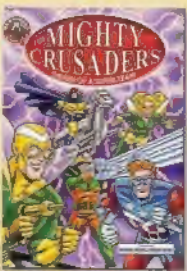
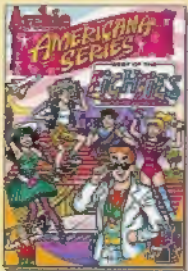
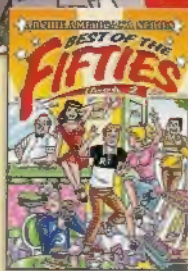
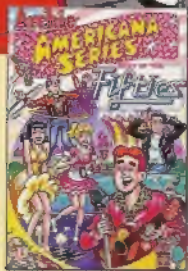
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